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Rupf, N.; Tarkoy, F.; Massey, J.L.;
Selected Areas in Communications, IEEE Journal on , Volume: 12 , Issue: 5 , 1994
Pages:786 - 795

[Abstract] [PDF Full-Text (884 KB)] **IEEE JNL**

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1 **MAGNET: Columbia's Integrated Network Testbed**
Lazar, A.; Patir, A.; Takahashi, T.; Zarki, M.;
Selected Areas in Communications, IEEE Journal on , Volume: 3 , Issue: 6 , N
1985
Pages:859 - 871

[Abstract] [PDF Full-Text (1120 KB)] IEEE JNL

2 **Optimal resource allocation for pilot symbol aided multiuser receive Rayleigh faded CDMA channels**
Evans, J.S.;
Communications, IEEE Transactions on , Volume: 50 , Issue: 8 , Aug. 2002
Pages:1316 - 1325

[Abstract] [PDF Full-Text (374 KB)] IEEE JNL

3 **Identifying Web browsing trends and patterns**
Montgomery, A.L.; Faloutsos, C.;
Computer , Volume: 34 , Issue: 7 , July 2001
Pages:94 - 95

[Abstract] [PDF Full-Text (284 KB)] IEEE JNL

4 **Optimal resource allocation for pilot symbol aided multiuser receive Rayleigh faded CDMA channels**
Evans, J.;
Information Theory, 2002. Proceedings. 2002 IEEE International Symposium on , 2002
Pages:191

[Abstract] [PDF Full-Text (228 KB)] IEEE CNF

5 **Use of power flow based embedded methods to set tariffs for use of networks-a case study using the Portuguese transmission company**
da Silva, J.P.; Saraiva, J.T.; de Leao, M.T.P.;
Power Tech Proceedings, 2001 IEEE Porto , Volume: 1 , 10-13 Sept. 2001
Pages:6 pp. vol.1

[Abstract] [PDF Full-Text (649 KB)] IEEE CNF

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61 Experiences of developing and deploying a context-aware tourist guide: the GUIDE project 77%

Keith Cheverst , Nigel Davies , Keith Mitchell , Adrian Friday

Proceedings of the 6th annual international conference on Mobile computing and networking August 2000

The GUIDE system has been developed to provide city visitors with a hand-held context-aware tourist guide. The system has been successfully deployed in a major tourist destination and is currently at the stage where it is publicly available to visitors who wish to explore the city. Reaching this stage has been the culmination of a number of distinct research efforts. In more detail, the development of GUIDE has involved: capturing a real set of application requirements, investigating the pr ...

62 Communication through virtual active objects overlaid onto the real world 77%

Hiroyuki Tarumi , Ken Morishita , Yusuke Ito , Yahiko Kambayashi

Proceedings of the third international conference on Collaborative virtual environments September 2000

63 WEST: a Web browser for small terminals 77%

Staffan Björk , Lars Erik Holmquist , Johan Redström , Ivan Bretan , Rolf Danielsson , Jussi Karlgren , Kristofer Franzén

Proceedings of the 12th annual ACM symposium on User interface software and technology November 1999

We describe WEST, a WEb browser for Small Terminals, that aims to solve some of the problems associated with accessing web pages on hand-held devices. Through a novel combination of text reduction and focus+context visualization, users can access web pages from a very limited display environment, since the system will provide an overview of the contents of a web page even when it is too large to be displayed in its

entirety. To make maximum use of the limited resources available on a typica ...

64 Mobile computing in next generation wireless networks 77%



Prathima Agrawal , David Famolari

Proceedings of the 3rd international workshop on Discrete algorithms and methods for mobile computing and communications August 1999

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41 On-line e-wallet system with decentralized credential keepers 77%
Stig Frode Mjølsnes , Chunming Rong
Mobile Networks and Applications February 2003
Volume 8 Issue 1
We propose a generalization of the architecture of an electronic wallet, as first developed in the seminal European research project CAFE. With this model you can leave most of the content of your electronic wallet at the security of your residential electronic keeper, while roaming with your favorite mobile terminals. Emerging mobile handsets with both short range Bluetooth and cellular GPRS communications provide a sufficient communication platform for this electronic wallet architecture. Howe ...

42 Context-aware Retrieval: Exploring a New Environment for Information Retrieval and Information Filtering 77%
P. J. Brown , G. J. F. Jones
Personal and Ubiquitous Computing January 2001
Volume 5 Issue 4
The opportunities for context-aware computing are fast expanding. Computing systems can be made aware of their environment by monitoring attributes such as their current location, the current time, the weather, or nearby equipment and users. Context-aware computing often involves retrieval of information: it introduces a new aspect to technologies for information delivery; currently these technologies are based mainly on contemporary approaches to information retrieval and information filtering. ...

43 Situated Interaction in Art 77%
P. Marti , F. Gabrielli , F. Pucci
Personal and Ubiquitous Computing January 2001

Volume 5 Issue 1

This paper describes metaphors and design strategies used to conceive and develop a hand-held, location-aware tourist guide that delivers information related to the surrounding space mainly by reacting to the physical movements of the visitors. The guide is designed to minimise the boundary between the physical space and the related information through a number of situated and contextual-aware interaction mechanisms. These mechanisms are conceived to support the activity both at individual and s ...

44 Citywide: Supporting Interactive Digital Experiences Across Physical Space 77%

Shahram Izadi , Mike Fraser , Steve Benford , Martin Flintham , Chris Greenhalgh , Tom Rodden , Holger Schnädelbach

Personal and Ubiquitous Computing January 2002

Volume 6 Issue 4

The Citywide project is exploring ways in which technology can provide people with rich and engaging digital experiences as they move through physical space, including historical experiences, performances and games. This paper describes some initial results and experiences with this project based upon two prototype demonstrators. In the first, we describe an application in which a search party explores an archaeological site, uncovering enacted scenes within the virtual world that are of a histo ...

45 Papers: Textile displays: using textiles to investigate computational technology as design material 77%

Lars Hallnäs , Linda Melin , Johan Redström

Proceedings of the second Nordic conference on Human-computer interaction October 2002

As we face an increasingly heterogeneous collection of computational devices, there is a need to develop a general approach to *what* it is that we design as we create computational things. One such basic approach is to consider computational technology to be a *design material.* In the present paper, we describe how a traditional material --- textiles --- can be used to investigate aspects of the expressiveness and aesthetics of computational technology as design material. As an examp ...

46 Papers: Using 'endowed props' in scenario-based design 77%

Steve Howard , Jennie Carroll , John Murphy , Jane Peck

Proceedings of the second Nordic conference on Human-computer interaction October 2002

We have developed a form of scenario-based design that aims to increase stakeholders' sense of 'immersion' in the happenings and situations depicted in the scenarios. In our approach, scenarios are 'acted out' by actors and/or candidate users during participatory design sessions, rather than being 'walked through' by designers and users. In form, our scenarios are bare and malleable and load on the context of use more than the activities and objectives of the candidate users. In usage, our scena ...

47 Conventions and articulation work in a mobile workplace 77%

Ulrik Christensen

ACM SIGGROUP Bulletin December 2001

Volume 22 Issue 3

My research interest is in the role of information technology in cooperative systems.

My work is grounded in ethnomethodologically informed observation-based workplace studies focussing on procedures, conventions and coordinative artefacts. Recently I have started investigating work settings characterized by a high degree of mobility. This work is part of the project "Developing a Research Methodology for Studying Mobile IT Usage and Person Mobility", that I work on with Gloria Mark.

48 Proceedings - only: Distributed object invocation in OBIWAN 77%



Luís Veiga , João Garcia , João Silva , Paulo Ferreira

Proceedings of the 9th workshop on ACM SIGOPS European workshop: beyond the PC: new challenges for the operating system September 2000

The need for sharing is well-known in a large number of distributed collaborative applications. These applications are difficult to develop for an environment in which network connections are slow and not reliable.For this purpose, we developed a platform called OBIWAN that: i) allows the application programmer to decide the mechanism by which objects should be invoked, remote method invocation or invocation on a local replica, and ii) provides hooks for the application programmer to implement a ...

49 Session 5: Distributed storage: CryptoCache: a secure sharable file cache for roaming users 77%



Christian D. Jensen

Proceedings of the 9th workshop on ACM SIGOPS European workshop: beyond the PC: new challenges for the operating system September 2000

Small mobile computers are now sufficiently powerful to run many applications, but storage capacity remains limited so working files cannot be cached or stored locally. Even if files can be stored locally, the mobile device is not powerful enough to act as server in collaborations with other users. Conventional distributed file systems cache everything locally or not at all; there is no possibility to cache files on nearby nodes.In this paper we present the design of a secure cache system called ...

50 MEP: a media event platform 77%



Daniel Olsson , Andreas Nilsson

Mobile Networks and Applications June 2002

Volume 7 Issue 3

Popular media events of today are likely to attract a big, live audience. Being part of a huge cricket audience, for example, knowing that the event is broadcast to perhaps millions of people, is a truly arousing experience. But the size of the audience and the complexity of events do not come without drawbacks. Spectators find it difficult to be at the right spot at the right time and to grasp the essentials of the on goings. We introduce a Media Event Platform, which combines various sources o ...

51 Student Posters: Backseat gaming: expolaration of mobile properties for fun 77%



Liselott Brunnberg

CHI '02 extended abstracts on Human factors in computing systems April 2002

This paper presents a prototype developed as part of the Backseat gaming project. The aim of the project is to explore how to make use of moblie properties for developing compelling and fun game experiences. The prototype is developed for use in a highly mobile situation, that of a car passenger and is realized by the use of mobile devices and the users physical location during speed to merge the virtual content and surrounding road context into an augmented reality game.

52 Focus on embedded systems 77%
Rick Lehrbaum
Linux Journal October 2001
Volume 2001 Issue 90
The Robots Are Coming, The Robots Are Coming

53 upFRONT 77%
CORPORATE Linux Journal Staff
Linux Journal June 2001
Volume 2001 Issue 86

54 Mobility and Wireless Access: Personalized pocket directories for mobile devices 77%
Doron Cohen , Michael Herscovici , Yael Petruschka , Yoëlle S. Maarek , Aya Soffer
Proceedings of the eleventh international conference on World Wide Web May 2002
In spite of the increase in the availability of mobile devices in the last few years, Web information is not yet as accessible from PDAs or WAP phones as it is from the desktop. In this paper, we propose a solution for supporting one of the most popular information discovery mechanisms, namely Web directory navigation, from mobile devices. Our proposed solution consists of caching enough information on the device itself in order to conduct most of the navigation actions locally (with subsecond r ...

55 Conference preview: UIST 2001: the 14th annual ACM symposium on user interface software and technology 77%
interactions October 2001
Volume 8 Issue 6

56 Application-layer mobility using SIP 77%
Henning Schulzrinne , Elin Wedlund
ACM SIGMOBILE Mobile Computing and Communications Review July 2000
Volume 4 Issue 3
Supporting mobile Internet multimedia applications requires more than just the ability to maintain connectivity across subnet changes. We describe how the Session Initiation Protocol (SIP) can help provide terminal, personal, session and service mobility to applications ranging from Internet telephony to presence and instant messaging. We also briefly discuss application-layer mobility for streaming multimedia applications initiated by RTSP.

57 Accessible accessibility 77%
David Sloan , Peter Gregor , Murray Rowan , Paul Booth
Proceedings on the 2000 conference on Universal Usability November 2000
This paper discusses the need for an all-encompassing methodology for determining the level of accessibility of web resources, and the requirement that the results of such a procedure are as meaningful as possible to developers. It is argued that current accessibility evaluation methods are unsatisfactory in the scope and presentation of their results. An alternative meta-method of accessibility assessment is then described.

58 Nomadic radio: speech and audio interaction for contextual messaging 77%

in nomadic environments
Nitin Sawhney , Chris Schmandt
ACM Transactions on Computer-Human Interaction (TOCHI) September 2000
Volume 7 Issue 3

Mobile workers need seamless access to communication and information services while on the move. However, current solutions overwhelm users with intrusive interfaces and ambiguous notifications. This article discusses the interaction techniques developed for Nomadic Radio, a wearable computing platform for managing voice and text-based messages in a nomadic environment. Nomadic Radio employs an auditory user interface, which synchronizes speech recognition, speech synthesis, nonspeech audio ...

59 Out of thin air 77%
Aaron Weiss
netWorker December 2000
Volume 4 Issue 4

60 Challenges: an application model for pervasive computing 77%
Guruduth Banavar , James Beck , Eugene Gluzberg , Jonathan Munson , Jeremy Sussman , Deborra Zukowski
Proceedings of the 6th annual international conference on Mobile computing and networking August 2000

The way mobile computing devices and applications are developed, deployed and used today does not meet the expectations of the user community and falls far short of the potential for pervasive computing. This paper challenges the mobile computing community by questioning the roles of devices, applications, and a user's environment. A vision of pervasive computing is described, along with attributes of a new application model that supports this vision, and a set of challenges that must be me ...

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1 Knowledge encapsulation for focused search from pervasive devices 87%
Yariv Aridor , David Carmel , Yoelle S. Maarek , Aya Soffer , Ronny Lempel
ACM Transactions on Information Systems (TOIS) January 2002
Volume 20 Issue 1

Mobile knowledge seekers often need access to information on the Web during a meeting or on the road, while away from their desktop. A common practice today is to use pervasive devices such as Personal Digital Assistants or mobile phones. However, these devices have inherent constraints (e.g., slow communication, form factor) which often make information discovery tasks impractical.In this paper, we present a new focused-search approach specifically oriented for the mode of work and the constrai ...

2 Session 3: mobility: A micro-economic approach to conflict resolution in mobile computing 84%
Licia Capra , Wolfgang Emmerich , Cecilia Mascolo
ACM SIGSOFT Software Engineering Notes November 2002
Volume 27 Issue 6

Mobile devices, such as mobile phones and personal digital assistants, have gained wide-spread popularity. These devices will increasingly be networked, thus enabling the construction of distributed mobile applications. These have to adapt to changes in context, such as variations in network bandwidth, exhaustion of battery power or reachability of services on other devices. We show how the construction of adaptive and context-aware mobile applications can be supported using a reflective middlew ...

3 Mobility: A micro-economic approach to conflict resolution in mobile computing 84%
Licia Capra , Wolfgang Emmerich , Cecilia Mascolo
Proceedings of the tenth ACM SIGSOFT symposium on Foundations of software

engineering November 2002

Mobile devices, such as mobile phones and personal digital assistants, have gained wide-spread popularity. These devices will increasingly be networked, thus enabling the construction of distributed mobile applications. These have to adapt to changes in context, such as variations in network bandwidth, exhaustion of battery power or reachability of services on other devices. We show how the construction of adaptive and context-aware mobile applications can be supported using a reflective middlew ...

4 Knowledge encapsulation for focused search from pervasive devices 82%

Yariv Aridor , David Carmel , Yoëlle S. Maarek , Aya Soffer , Ronny Lempel

Proceedings of the tenth international conference on World Wide Web April 2001

5 Graphics for the masses: a hardware rasterization architecture for mobile phones 80%

Tomas Akenine-Möller , Jacob Ström

ACM Transactions on Graphics (TOG) July 2003

Volume 22 Issue 3

The mobile phone is one of the most widespread devices with rendering capabilities. Those capabilities have been very limited because the resources on such devices are extremely scarce; small amounts of memory, little bandwidth, little chip area dedicated for special purposes, and limited power consumption. The small display resolutions present a further challenge; the angle subtended by a pixel is relatively large, and therefore reasonably high quality rendering is needed to generate high fidel ...

6 Analysis of mobile commerce market in Hong Kong 80%

Chi Hong LEUNG , Yuen Yan CHAN , Candy Suk Ching CHAN

Proceedings of the 5th international conference on Electronic commerce September 2003

Hong Kong is one of the cities with the highest penetration rate of mobile devices in the world. There is the potential for Hong Kong to be a leader of mobile commerce. Recently, the six local mobile network operators stimulated usage of SMS to promote mobile Internet markets. In addition, the Hongkong Post launched the mobile digital certificates for community-wide adoption of mobile commerce. However, the customers are not buying what might be expected, and mobile commerce is a relatively new ...

7 Heap compression for memory-constrained Java environments 80%

G. Chen , M. Kandemir , N. Vijaykrishnan , M. J. Irwin , B. Mathiske , M. Wolczko

ACM SIGPLAN Notices , Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications October 2003

Volume 38 Issue 11

Java is becoming the main software platform for consumer and embedded devices such as mobile phones, PDAs, TV set-top boxes, and in-vehicle systems. Since many of these systems are memory constrained, it is extremely important to keep the memory footprint of Java applications under control.The goal of this work is to enable the execution of Java applications using a smaller heap footprint than that possible using current embedded JVMs. We propose a set of memory management strategies to reduce h ...

8 The Design and Implementation of a Mobile Learning Resource 80%

Mike Sharples , Dan Corlett , Oliver Westmancott

Personal and Ubiquitous Computing January 2002
Volume 6 Issue 3

The convergence of mobile communications and handheld computers offers the opportunity to develop technology that will assist individuals and groups to learn anytime, anywhere. We describe the theory-informed design, implementation and evaluation of a handheld learning device. It is intended to support children to capture everyday events such as images, notes and sounds, to relate them to web-based learning resources, to organise these into a visual knowledge map, and to share them with other le ...

9 Designing Ubiquitous Computing Games - A Report from a Workshop Exploring Ubiquitous Computing Entertainment 80%
Staffan Björk , Jussi Holopainen , Peter Ljungstrand , Karl-Petter Åkesson
Personal and Ubiquitous Computing January 2002
Volume 6 Issue 5-6

We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete - though very different - game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.

10 System architecture for billing of multi-player games in a wireless environment using GSM/UMTS and WLAN services 80%
Frank Fitzek , Gerrit Schulte , Martin Reisslein
Proceedings of the 1st workshop on Network and system support for games April 2002

Games played by multiple users, each using a wireless terminal (e.g., PDA), have tremendous revenue potential for next generation wireless systems. However, the next generation of wireless systems (such as UMTS and other 3G systems) alone will not be able to provide the tight delay bounds required by these multi-player games. We develop a system architecture that enables high-quality games among multiple wireless users and at the same time enables network service providers and game service provi ...

11 How the virtual inspires the real: Computer games and scientific visualization 80%
Theresa-Marie Rhyne
Communications of the ACM July 2002
Volume 45 Issue 7

How should scientists approach the innovations in visualization-rendering systems increasingly derived from computer game tools, interfaces, navigation techniques, and plot lines?

12 Towards a unifying approach to mobile computing 80%
Carsten Magerkurth , Thorsten Prante
ACM SIGGROUP Bulletin April 2001
Volume 22 Issue 1

In this paper we address the diversity of mobile devices and the related problematic issues with a largely platform-independent approach to development. Our work is motivated by the amount and variety of mobile devices foreseen to reside in future ubiquitous computing environments. To reduce the development effort and to augment data exchange facilities, we present an application framework that abstractly defines common interaction objects in user interfaces on mobile devices.

13 Perspectives: the future of computing: after the PC 80%
Economist Staff
netWorker November 1998
Volume 2 Issue 5

14 Mobile commerce opportunities and challenges: Mobile commerce at crossroads 80%
Sirkka L. Jarvenpaa , Karl Reiner Lang , Yoko Takeda , Virpi Kristiina Tuunainen
Communications of the ACM December 2003
Volume 46 Issue 12
Lessons learned from an international study of users of mobile handheld devices and services.

15 Adapting content to mobile devices: Fractal summarization for mobile devices to access large documents on the web 80%
Christopher C. Yang , Fu Lee Wang
Proceedings of the twelfth international conference on World Wide Web May 2003
Wireless access with mobile (or handheld) devices is a promising addition to the WWW and traditional electronic business. Mobile devices provide convenience and portable access to the huge information space on the Internet without requiring users to be stationary with network connection. However, the limited screen size, narrow network bandwidth, small memory capacity and low computing power are the shortcomings of handheld devices. Loading and visualizing large documents on handheld devices bec ...

16 Designing the PDA of the future 80%
Aaron Marcus , Eugene Chen
interactions January 2002
Volume 9 Issue 1
In this article, Aaron Marcus and Associates (AM+A) describes a project with Samsung Electronics to design user-interface concepts for the future of wireless devices. AM+A conducted extensive research, including contextual observation, then designed a suite of product ideas that Samsung could incorporate into specific products over the next few years. Samsung also acquired knowledge about the user-interface development process. AM+A sought to design usable as well as useful mobile devices that c ...

17 Mobile computing and applications (MCA): Wireless spatio-semantic transactions on multimedia datasets 77%
James D. Carswell , Keith Gardiner , Marco Neumann
Proceedings of the 2004 ACM symposium on Applied computing March 2004
Advances in spatially enabled semantic computing can provide situation aware assistance for mobile users. This intelligent and context-aware technology presents the right information at the right time, place and situation by exploiting semantically referenced data for knowledge discovery. The system takes advantage of new metadata standards to enable semantic, user, and device adapted transactions on multimedia datasets. Information accessed in the past and the activities planned by the user, th ...

18 Electronic commerce technologies (ECT): An anonymous bonus point 77%

system for mobile commerce based on word-of-mouth recommendation
Tobias Straub , Andreas Heinemann
Proceedings of the 2004 ACM symposium on Applied computing March 2004
Next generation mobile devices will allow users to share and pass information within anonymous groups of people in an ad hoc manner. This will smooth the path for many kinds of new mobile commerce applications. In this paper we present a mobile commerce application that is part of the iClouds research project. It allows the dissemination of digital advertisements among interested mobile users. To create an incentive, an anonymous bonus point system rewards users who help to carry an advertisemen ...

19 P9: The global impact of eBooks on ePublishing 77%
Harold Henke
Proceedings of the 19th annual international conference on Computer documentation October 2001
The advent of eBooks and electronic publishing is changing not only the North American publishing industry but Europe as well. In Europe, many publishers are embracing the ePublishing industry as well as companies which have emerged to develop tools and web sites to develop and sell eBooks, not only in the European Union but in North America.In Asia, the electronic book industry is fueled by two industries: manufacturers who are developing hardware devices to read eBooks and content providers wh ...

20 Posters: DAVE: a system for quality driven adaptive video delivery 77%
Surya Nepal , Uma Srinivasan
Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval November 2003
Delivering relevant video segments (video highlights) to a variety of devices operating under both wired and wireless platforms requires: (a) a mechanism for describing video content, and the environment in which it is to be delivered, and (b) a framework to support physical and semantic adaptation of a video. The aim of the adaptation process is to maximize users' viewing experiences of video quality and minimize resources required to deliver the content. Towards this, we have developed a quali ...

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1 Strategies for future planning: Planning for remote users 80%
Frances Bardello Craig
Proceedings of the 7th annual ACM SIGUCCS conference on User services
September 1979

Technical and economic problems in accessing remote computers have virtually been eliminated. It is now feasible and economical, for a user to access remote computers through private or public data communications networks. From 1966 through the present, administrative issues in the sharing of computing resources among higher education and research institutions have been the topic of conferences, publications and experimentation. EDUCOM, the inter-university consortium of colleges, universities a ...

2 The management of end-user computing: status and directions 80%
James C. Brancheau , Carol V. Brown
ACM Computing Surveys (CSUR) December 1993
Volume 25 Issue 4

The development of computing applications by the people who have direct need for them in their work has become commonplace. During the 1980s, development of applications by "end users" accelerated and became a key management and research concern. Known as "end-user computing," the phenomena and research associated with this trend cross a variety of disciplines. This article critically surveys the published literature on end-user computing (EUC) management according t ...

3 Modelling experience: Computational models for experiences in the arts, and multimedia 80%
Harini Sridharan , Hari Sundaram , Thanassis Rikakis

Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence
November 2003

In this paper, we develop formal computational models for three aspects of experiential systems for browsing media -- (a) context (b) interactivity through hyper-mediation and (c) context evolution using a memory model. Experiential systems deal with the problem of developing context adaptive mechanisms for knowledge acquisition and insight. Context is modeled as a union of graphs whose nodes represent concepts and where the edges represent the semantic relationships. The system context is the u ...

4 User services—a british perspective 77%



Terry Morrow
Proceedings of the 16th annual ACM SIGUCCS Conference on User Services
October 1988

5 Semantic assistance nets 77%



William David Miller
Proceedings of the 1990 ACM SIGSMALL/PC symposium on Small systems
February 1990

Improving the semantic level of the information handling provided by personal computers is likely to be a way both to use the increasing hardware capacities of these machines and to improve their economic impact. While this goal is widely recognized as abstractly desirable, it has not been clear how to accomplish it. This paper presents a design for organizing resources that are presently available, or that soon will be, to obtain systems that should provide significantly improved aids to u ...

6 Fast detection of communication patterns in distributed executions 77%



Thomas Kunz , Michiel F. H. Seuren
Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 The politics of standards and the EC 77%



Karen A. Frenkel
Communications of the ACM July 1990
Volume 33 Issue 7

European legislation and power struggles in the standards arena are sparking fear of technical barriers to trade and prompting the American standards community to reevaluate its infrastructure. The National Institute of Standards and Technology may step up its role in order to negotiate at a governmental level with the EC.

8 What to look for in a workstation 77%



C. Janton , K. W. Watkins
Proceedings of the 17th annual ACM SIGUCCS conference on User Services
October 1989

An overwhelming amount of information about new technology is flooding the computing community on many fronts. The rate of change in available products and features makes decisions about acquiring computing technology a large and complex

task, whether the equipment in question is a supercomputer or a workstation. This discussion is addressed to those shopping for workstations, who often face the particular challenge of combining in one person the roles of user, buyer, and support technician ...

9 Session IV - hypertext systems: Intermedia: issues, strategies, and tactics in the design of a hypermedia document system 77%



L. Nancy Garrett , Karen E. Smith , Norman Meyrowitz

Proceedings of the 1986 ACM conference on Computer-supported cooperative work December 1986

A hypermedia system provides a tool for cooperative work by allowing writers and designers to share a network of linked documents where they can create documents, link their own and others' documents together, and leave notes for one another. This paper discusses issues that designers need to address in the development of hypermedia systems. Major issues involve what kind of linking, contexts, and visual modeling the system provides. The composite of the answers to these issues determines the na ...

10 gIBIS: a hypertext tool for exploratory policy discussion 77%



Jeff Conklin , Michael L. Begeman

ACM Transactions on Information Systems (TOIS) October 1988

Volume 6 Issue 4

This paper describes an application-specific hypertext system designed to facilitate the capture of early design deliberations. It implements a specific method, called Issue Based Information Systems (IBIS), which has been developed for use on large, complex design problems. The hypertext system described here, gIBIS (for graphical IBIS), makes use of color and a high-speed relational database server to facilitate building and browsing typed IBIS networks. Further, gIBIS is designed to supp ...

11 A model of OASIS role-based access control and its support for active security 77%



Jean Bacon , Ken Moody , Walt Yao

ACM Transactions on Information and System Security (TISSEC) November 2002

Volume 5 Issue 4

OASIS is a role-based access control architecture for achieving secure interoperation of services in an open, distributed environment. The aim of OASIS is to allow autonomous management domains to specify their own access control policies and to interoperate subject to service level agreements (SLAs). Services define roles and implement formally specified policy to control role activation and service use; users must present the required credentials, in an appropriate context, in order to activat ...

12 Teaching with Electronic Collaborative Learning Groups: Report of the ITiCSE'99 Working Group on Creative Teaching of Electronic Collaborative Learning Groups 77%



Eva R. Fåhræus , Noel Bridgeman , Joze Rugelj , Barbara Chamberlain , Ursula Fuller

ACM SIGCSE Bulletin , Working group reports from ITiCSE on Innovation and technology in computer science education December 1999

Volume 31 Issue 4

The integration of technology and collaborative groups has seen the development of electronic collaborative learning groups.Technology supports collaborative learning by allowing collaboration between distributed participants replacing face-to-face meetings. Technology also provides access to supporting tools and methods such as

libraries, chat-rooms, and meeting protocols.One major benefit of using electronic collaborative learning groups is the ability to provide for the uniqueness of each stu ...

13 Cooperative visual manipulation of music notation 77%



P. Bellini , P. Nesi , M. B. Spinu
ACM Transactions on Computer-Human Interaction (TOCHI) September 2002
Volume 9 Issue 3

As computer technologies and their potential emerging applications spread out, new needs have been detected for computer-based applications of music; cooperative music notation editing both in orchestras and music schools is one of them. This article is the only public document describing the details of cooperative work on music notation of MOODS (Music Object Oriented Distributed System). MOODS is a synchronous real-time cooperative editor for music scores. Its architecture includes mechanisms ...

14 Strategic computing at DARPA: overview and assessment 77%



Mark Stefik
Communications of the ACM July 1985
Volume 28 Issue 7

Strategic Computing, a 10-year initiative to build faster and more intelligent systems, is ambitious, flawed by overscheduling perhaps and problems of definition, but basically sound.

15 File servers for network-based distributed systems 77%



Liba Svobodova
ACM Computing Surveys (CSUR) December 1984
Volume 16 Issue 4

16 Computing curricula 2001 77%



Journal on Educational Resources in Computing (JERIC) September 2001

17 The TWA reservation system 77%



David Gifford , Alfred Spector
Communications of the ACM July 1984
Volume 27 Issue 7

Where can you find a solid, forthright overview of the computer systems and management behind airline reservations? NASA's space shuttle? Or any of the multitude of other large computer systems that support important projects or national activities? It's hard, sometimes impossible: partly because the people who worked on such systems often do not have the time to write about their experiences: and partly because many professional journalists who interview these people do not have the techni ...

18 Bethesda Healthcare Systems: physician information system 77%



Susan L. Carter , T. Grandon Gill
Proceeding of the 20th international conference on Information Systems January 1999

19 Teaching with electronic collaborative learning groups: report of the 77%

ITiCSE'99 working group on creative teaching of electronic collaborative learning groups
Eva R. Fåhræus , Noel Bridgeman , Joze Rugelj , Barbara Chamberlain , Ursula Fuller
Working group reports from ITiCSE on Innovation and technology in computer science education December 1999

20 Training e-commerce support personnel for enterprises through action learning 77%
Kam Hou Vat
Proceedings of the 2000 ACM SIGCPR conference on Computer personnel research April 2000

This paper describes an ongoing campus-based training experiment based on the Action Learning concept [24] to expose to undergraduate students majoring in Software Engineering, the increasing globalization of electronic commerce, so as to enable them to see through the quality required of today's Information and Communications Technologists (ICT). The experiment recruits students on a voluntary basis and covers training in the areas of WWW-based application development, and case studies of ...

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21 A database management capability for Ada 77%
Aryola Chan , Sy Danberg , Terry Landers , Anil Nori , John M. Smith , Stephen Fox
Proceedings of the second annual Washington Ada symposium on Ada: Ada in the mainstream: applications and education March 1985

22 VIRTUS: a collaborative multi-user platform 77%
Kurt Saar
Proceedings of the fourth symposium on Virtual reality modeling language
February 1999

23 Distributed recognition of patterns in time series data 77%
Jeffrey P. Morrill
Communications of the ACM May 1998
Volume 41 Issue 5

24 The Wireless Computing Lab Prototype Project at the University of Pittsburgh 77%
Peter Donovan , Robin Ruefle
Proceedings of the 24th annual ACM SIGUCCS conference on User services
September 1996

25 Curriculum guidelines for teaching the consequences of computing 77%
Dianne Martin , Chuck Huff , Donald Gotterbarn , Keith Miller
Proceedings of the symposium on Computers and the quality of life February 1996

26 Strategic directions in human-computer interaction 77%

Brad Myers , Jim Hollan , Isabel Cruz , Steve Bryson , Dick Bulterman , Tiziana Catarci , Wayne Citrin , Ephraim Glinert , Jonathan Grudin , Yannis Ioannidis
ACM Computing Surveys (CSUR) December 1996
Volume 28 Issue 4

27 The role of "help networks" in facilitating use of CSCW tools 77%

J. D. Eveland , Anita Blanchard , William Brown , Jennifer Mattocks
Proceedings of the 1994 ACM conference on Computer supported cooperative work October 1994

The pattern of CSCW system users helping other using to resolve problems and make more effective use of such tools has been observed in a variety of settings, but little is known about how help patterns develop or their effects. Results from a pre-post study of the implementation of CSCW tools among university faculty, staff and administration indicate that the network of helping relationships is largely disaggregated and generally follows work group alignments rather than technical special ...

28 Steps towards an ecology of infrastructure: complex problems in design and access for large-scale collaborative systems 77%

Susan Leigh Star , Karen Ruhleder
Proceedings of the 1994 ACM conference on Computer supported cooperative work October 1994

This paper analyzes the initial phases of a large-scale custom software effort, the Worm Community System (WCS), a collaborative system designed for a geographically dispersed community of geneticists. Despite high user satisfaction with the system and interface, and extensive user feedback and analysis, many users experienced difficulties in signing on and use, ranging from simple lack of resources to complex organizational and intellectual trade-offs. Using Bateson's levels of learning, w ...

29 Ultracomputers: a teraflop before its time 77%

Gordon Bell
Communications of the ACM August 1992
Volume 35 Issue 8

30 Computing in the Brazilian Amazon 77%

Renata L. La Rovere
Communications of the ACM April 1992
Volume 35 Issue 4

31 The evolving support toolbox or redistributed support 77%

John Hawkins
Proceedings of the 19th annual ACM SIGUCCS conference on User services September 1991

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1 Fast detection of communication patterns in distributed executions 92%
Thomas Kunz , Michiel F. H. Seuren
Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 Level II technical support in a distributed computing environment 87%
Tim Leehane
Proceedings of the 24th annual ACM SIGUCCS conference on User services September 1996

3 Launching the new era 87%
Kazuhiro Fuchi , Robert Kowalski , Koichi Furukawa , Kazunori Ueda , Ken Kahn , Takashi Chikayama , Evan Tick
Communications of the ACM March 1993
Volume 36 Issue 3

4 Human Factors Studies of Database Query Languages: A Survey and Assessment 84%
Phyllis Reisner

ACM Computing Surveys (CSUR) January 1981
Volume 13 Issue 1

5 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems 82%
Gordon B. Davis , John T. Gorgone , J. Daniel Couger , David L. Feinstein , Herbert E. Longenecker
ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems December 1997
Volume 28 Issue 1

6 Adoption, diffusion, and infusion of IT: Extending the technology acceptance model: the influence of perceived user resources 82%
Kieran Mathieson , Eileen Peacock , Wynne W. Chin
ACM SIGMIS Database July 2001
Volume 32 Issue 3
There has been considerable research on the factors that predict whether individuals will accept and voluntarily use information systems. The technology acceptance model (TAM) has a base in psychological research, is parsimonious, explains usage behavior quite well, and can be operationalized with valid and reliable instruments. A limitation of TAM is that it assumes usage is volitional, that is, there are no barriers that would prevent an individual from using an IS if he or she chose to do so. ...

7 A field study of exploratory learning strategies 82%
John Rieman
ACM Transactions on Computer-Human Interaction (TOCHI) September 1996
Volume 3 Issue 3
It has suggested that interactive computer users find "exploratory learning" to be an effective and attractive strategy for learning a new system or investigating unknown features of familiar software. In exploratory learning, instead of working through precisely sequenced training materials, the user investigates a system on his or her own initiative, often in pursuit of a real or artificial task. The value of exploratory learning has been studied in controlled settings, with s ...

8 Evaluating hypermedia and learning: methods and results from the Perseus Project 82%
Gary Marchionini , Gregory Crane
ACM Transactions on Information Systems (TOIS) January 1994
Volume 12 Issue 1
The Perseus Project has developed a hypermedia corpus of materials related to the ancient Greek world. The materials include a variety of texts and images, and tools for using these materials and navigating the sytem. Results from a three-year evaluation of Perseus use in a variety of college settings are described. The evaluation assessed both this particular system and the application of the technological genre to information management and to learning. The evaluation used a variety of me ...

9 The costs of personal computing in a complex organization: a comparative study 82%
Sonia Nayle , Walt Scacchi
ACM SIGOIS Bulletin , Proceedings of the third ACM-SIGOIS conference on Office

automation systems December 1986
Volume 7 Issue 2-3

The widespread adoption of personal computers (PCs) may be attributable to their apparent low purchase and operational costs. However, significant procedural costs arise in fitting a PC application into a work setting. Our investigation of the adoption and use of PCs in several departments of a complex organization reveals a large number of unanticipated costs. These indirect, deferred, and governance costs are chiefly borne by users not responsible for acquiring PCs. These costs represent ...

10 Panel: The changing face of technical communication: new directions for the field in a new millennium 82%

Mark Zachry , Kelli Cargile Cook , Brenton D. Faber , David Clark
Proceedings of the 19th annual international conference on Computer documentation October 2001

In this panel session, the authors identify four different factors shaping the future of technical communication: user-centered design, corporate universities, cross-disciplinary collaboration, and knowledge management. The authors each address how factors once considered external to the field of technical communication are now becoming thoroughly integrated with it. These four studies, in conjunction, suggest how the field of technical communication is becoming increasingly complex and how part ...

11 Session 8: user behavior: End user behavior on an online information retrieval system: a computer monitoring study 82%

Christine L. Borgman
Proceedings of the 6th annual international ACM SIGIR conference on Research and development in information retrieval June 1983

We report on a computer monitoring study of users of the Ohio State University Libraries' online catalog, an established and heavily used information retrieval system. To our knowledge, this is the first monitoring study of an online catalog performed without system-defined user sessions. Online catalogs represent a class of retrieval systems which are designed for end users, require little or no formal training, and replace an existing manual system. The study characterizes user behavior in ter ...

12 Strategic computing at DARPA: overview and assessment 82%

Mark Stefik
Communications of the ACM July 1985
Volume 28 Issue 7

Strategic Computing, a 10-year initiative to build faster and more intelligent systems, is ambitious, flawed by overscheduling perhaps and problems of definition, but basically sound.

13 Automatic generation of overview timelines 82%

Russell Swan , James Allan
Proceedings of the 23rd annual international ACM SIGIR conference on Research and development in information retrieval July 2000

We present a statistical model of feature occurrence over time, and develop tests based on classical hypothesis testing for significance of term appearance on a given date. Using additional classical hypothesis testing we are able to combine these terms to generate "topics" as defined by the Topic Detection and Tracking study. The groupings of terms obtained can be used to automatically generate an interactive

timeline displaying the major events and topics covered by the corpus. ...

14 SpeechSkimmer: a system for interactively skimming recorded speech 82%
Barry Arons
ACM Transactions on Computer-Human Interaction (TOCHI) March 1997
Volume 4 Issue 1
Listening to a speech recording is much more difficult than visually scanning a document because of the transient and temporal nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. This article describes techniques for structuring, filtering, and presenting recorded speech, allowing a user to navigate and interactively find information in the audio domain. This article describes the SpeechSkimmer system for interacti ...

15 In recognition of the 25th anniversary of Computing Reviews: selected reviews 1960-1984 82%
Jean E. Sammet , Robert W. Rector
Communications of the ACM January 1985
Volume 28 Issue 1

16 Ontological user profiling in recommender systems 82%
Stuart E. Middleton , Nigel R. Shadbolt , David C. De Roure
ACM Transactions on Information Systems (TOIS) January 2004
Volume 22 Issue 1
We explore a novel ontological approach to user profiling within recommender systems, working on the problem of recommending on-line academic research papers. Our two experimental systems, Quickstep and Foxtrot, create user profiles from unobtrusively monitored behaviour and relevance feedback, representing the profiles in terms of a research paper topic ontology. A novel profile visualization approach is taken to acquire profile feedback. Research papers are classified using ontological classes ...

17 Groupware: some issues and experiences 80%
Clarence A. Ellis , Simon J. Gibbs , Gail Rein
Communications of the ACM January 1991
Volume 34 Issue 1

18 Evaluating collaborative filtering recommender systems 80%
Jonathan L. Herlocker , Joseph A. Konstan , Loren G. Terveen , John T. Riedl
ACM Transactions on Information Systems (TOIS) January 2004
Volume 22 Issue 1
Recommender systems have been evaluated in many, often incomparable, ways. In this article, we review the key decisions in evaluating collaborative filtering recommender systems: the user tasks being evaluated, the types of analysis and datasets being used, the ways in which prediction quality is measured, the evaluation of prediction attributes other than quality, and the user-based evaluation of the system as a whole. In addition to reviewing the evaluation strategies used by prior researchers ...

19 In their own words: CIO visions about the future of in-house IT organizations 80%
Blaize Horner Reich , Kay M. Nelson

ACM SIGMIS Database November 2003
Volume 34 Issue 4

This research investigated CIOs'view of the changes driving and occurring in their in-house IT organizations. Results of interviews with 50 CIOs and IT leaders from 22 organizations in Canada and the U.S. suggest three main drivers of change for in-house IT organizations: rapid strategic business change, pervasive IT with an experienced user community, and e-business and technology complexity. These drivers are creating changes in all parts of the IT organization: structure and roles, applicatio ...

20 Session IV - hypertext systems: Intermedia: issues, strategies, and tactics in the design of a hypermedia document system 80%

L. Nancy Garrett , Karen E. Smith , Norman Meyrowitz

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-	1469	707/4.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/15 19:18
-	10	706/45.ccls. and 707/4.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/15 19:19
-	0	(706/45.ccls. and 707/4.ccls.) and 706/60.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/15 19:18
-	3	706/60.ccls. and 707/4.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/15 19:18

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